

The players guide to games on screen

JULY 1994

£5p

TV GAMER

GAMES IN
THE 1990s

DOZENS OF
REVIEWS

LORDS OF
MIDNIGHT
PREVIEW



COMPUTER, VIDEO AND ARCADE GAMES:
COMING SOON ON TV

VIC-20 TO BE WON!
Complete starter kit
for winner of
this month's
competition



COVER STORY

Games on television

How can Wii South Beach Television get there first before another studio adds it? And why will the gamers surrender happily? Our cover story plots how to get an astounding bounty of computer games merely by watching another TV.

14

THE FUTURE

How to play adventures in the 1990s

Game centers in the next twenty years will be adventure playgrounds for people of all ages. Controls will be attached to gamers' skulls, and the computer will simulate them with electric shocks. It's not fantasy. It's started.

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COMPETITION

Complete Win-32 games for

A detailed look at the Win-32 videogames and the peripherals to help you get the most out of it. Plus a double chance to win a complete starter pack, mouse, power pack, controller and all kinds.

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GAME PAUSE

A break in concentration before you settle down to the rest of the magazine.

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At 110 meters tall, it's the tallest. *Adventure* page 16

Paris: Part of a future playground page 16

IN DEPTH

Sayer: Callan

At last! A sequel to the now-world-famous Scribble

Pitfall II

Pitfall Harry has survived his first set of adventures — only to fly to Peru on another. Why stop out his trail for you?

Due to be released as we went to press, *Lord of Midnight* claims to have 36,000 scenes.

Exclusive! Space Shuttle

Programmer Steve Ritchie revealed to NASA to create his game. Now he reveals what he learned!

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THE ARCADE SCENE

Bend Siné, Cross Charlie and Abegan

Two super hits and another that access only on graphics, plus that mysterious factor X.

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What's in your inner files?

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The Spectra VS 311

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DAVE RAVES

For get bigger and better (big, like you), Dave Harvey booted! So we've let him loose on TVG readers. Help!

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A guide to the latest and most popular games, and what's best for you.

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and eggs

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Typeset by Synchro Type

Grays

Printed by Southampton Ltd.

Advertisement representatives

Creative Media Sales Ltd
12 Deodar Road
London SW15 2NU
Tel: 01-873 7571



Great picture — brought to you by Philips and MDA Super



Screen games come of age

What an editor likes most about any magazine is the people. And the first thing that hit me when I recently joined *TV Games* a editor at large was the warmth and enthusiasm of our readers. It's a fantastic welcome!

Computer, arcade and video games are entering a new age. There have been so many games flooding the shops that we gamers are becoming more choosy. We'll now spend our money only on games that promise that special something extra, not rip offs of other games. The good news is that manufacturers have woken up to this and are putting more effort into their products. If some of the new games coming out now were released last year, they would have knocked the competition stone cold.

Television has already woken up to screen games. This month sees the start of *Street*, a 100 player so fi strategy cam shoot 'em up, which *Micronet* subscribers can join in. See page 10 for details.

And owners of ordinary TV sets will be able to get games on their sets. Cable is being laid all over Britain to carry up to thirty TV channels — and three companies are seeking a games line into your home. How all about it on page 14.

Even architects are getting into the act. They're planning how we'll spend our leisure time in the future. *How To Play Adventure* in the 1990s (page 18) describes a streamlined playground where the ultimate experience is brain implanted games. This is the start of a series that will also look at games played encephal at sea and in space.

Back to earth, more solutions. This time, it's an exciting line-up of in-depth reviews: the long-awaited *Super Cobra*, *Prinfi 2* and *Space Shuttle*. Plus an insight into *Lords of Midnight* and arcade action.

We've had almost 1,000 applications for the review panel from readers who want a say in the magazine. Turn to page 44 for the start of an even bigger section which gives you the low-down on good and bad games.

Pages 55-58 give you another chance to tell us what you want to see in the magazine. Do fill it in (leave postage) by sending it in with your competition entry — a double chance to win a complete *Mic 3D* starter kit! The way, like the games manufacturers, we'll be sure of giving you a product that you like.

Doyle Boyd

£1.99 games!

Newly formed software company Mastertronic was at the show in force. Starting with the bright idea of selling cassette games at £1.99, Mastertronic has delivered 118 300 copies to stores today.

People are realising you can have two levels of games: the £1.99 and the Mastertronic range, without any detrimental effect, director Alan Sherrin told.

He went there to launch 30 new games. Offerings for the CBM 64 included Donk Shoot, Vector, Jackson Spores, Space War, 256K, 256K, Jungle Story, Action, Goochy, North, Mazon, Melt, 25, Hour and The Electric Game.

The Vix 20 included Donk Shoot, Vector, Jackson, Plan-

ets, Attack, Sub, Hunt, Wednesday and Scramble to its range. The Spectrum got Asterix, Tank, Iron Grounder, Spectrobes, Forage into the Unknown, Electric Life, Range and Alien Kill.

The poor old Dragon 32 got a fairly one game, Big Doss. All games will be £1.99.

Mastertronic will also soon release Star Wars II and Spectrobes for the BBC Advance for the CMS 64 and Microblitz for the Spectrum.

The company has announced it is working on a deal with a Delaware corporation to sell CBM 64 games in the US or 64 95 to 95 95. It is forming a joint company with a large electronic distributor in Belgium. And there are talks about a similar way in Italy, Scandinavia, France and Germany. Competitor at Ballpoint in Berlin distributes the games in Ireland.

More Poppers! El Escalita, Double Top, Whirlwind Gun, Starship, Star Head, Glass Attack, Antidote, Justice Revenge, Justice, Jumped, Jumped, Starship, Glass, Action, Shoot, The Day, Fight and Fray.

Board games include chess and bridge. And adventure games include Quest, Mod, and the Marston, Golems, Island, Star, Secret, Adventure, Trilogy, Dragon, Mountain, Possibilities, Adventure, Food, Countdown, Cannon, Moon, Breakout, Maffie, Knight, Mission of Doom, Scavilla, King, Viking, Mountain and Magic. Simulation, Sea, Quest and Fantasy's Revenge.

Designed to appeal to younger players, the pop carry games were equipped up by means because of their "bubbly" colours," Fletcher said.

In red, blue and green, the games hold firm consistently and have a comfortable handle. There is a patented spool so your tapes won't unravel. And each gives you a space for exchanging labels.

Fletcher also produces a range of pop games. Each holds six cassettes and can be laid up large banks. The carry case is £2.95 and the rules £1.49.

People's computer gets people's games

Atari was looking perfect company. Atari's new CPC 64 computer with yet another line of games.

These are Spectrobes, Wild Heng, Stone Prisoner Guard, Fox Shooter, Starship Attack, Schorn's Mine, Oh Majesty, Roland in the Cave, Saboteur on the Slopes, Electric 2000, Game of Stocks, The Average, Football King, Laser Wars 3D, Space Saga, Chess, Chess, Naval Warfare, Colossus.

Also, God Royal, Strife, 2D, Wings, Marchion, Sand, games, Property, Mission, Killer, 3D, London, Alien, Break in 3D, Mountain, Chess, Area, Smother, Mountain, Flybirds, Fire, Master, Admiral, Gear, Space, Star, Comrade, Cowboy, God, Paddy, Balls, Wood, Trickle, Bubble.

The CPC 64 has also received a popular selling of £1.99.

The big news from Atari

The big news to come from the Atari trade show was the September release of a brand new video games system from Atari, their first one for eight years.

The Atari 700 will have a new range of superactive cartridges to debut including the old favourites like Pac-Man, Centipede, Defender. The 700 will also take all existing VCS cartridges.

Atari's European secretary appointed marketing director covered TVG that a secret made the same mistakes that followed the 500. Deliveries of the new system should begin in September and

we'll review it as soon as we get our hands on one.

Don't worry. VCS owners. We have a one good solution that you won't be left out of the old Atari intends to continue releasing new games for the old hardware. There may even be a smaller cheaper version of the VCS called the 2500.

Atari's plan is a new stick on Spectrum type keyboard for the Atari 400. It has been brought out by London-based hardware company Plus 60 solving the problem of a cheap sensitive keyboard which proved a real downer on games like Star Raiders.

The keyboard needs to allow 120 making buttons that specially fitted key boards which replace the old one. It may not be as good as an 800's keyboard, but it's certainly a step in the right direction.

Dragon expands

GDC's takeover of Dragon Data's sales and marketing makes this year very straightforward with its new Touch master control and extra two range of games.

The expensive special Touch master replaces a keyboard with a pressure-sensitive pad. It sits over keys for different games.

New arcade games include Stone Arena, Stone, Two, size, General, Mobile, Power, Cosmic, Cannon, Laser, Area, Patrol, Cannon, Invaders,

Can you carry it off?

Popping around in a field or in your computer club loaded with games—only to be loaded with the chronic problem of no cassettes? Fletcher showed us solutions in GTEIX, lightweight, robust pop carry cases.



Software for Oxfam

Oxfam has launched an appeal for computer software.

By June 30, there have any spare cassettes you will be giving them in a good cause. Oxfam will recycle them through a chain of 800 shops.

It's a good idea to have a good supply of software in your collection.

Atari's new software is available in a variety of formats. It's a good idea to have a good supply of software in your collection. It's a good idea to have a good supply of software in your collection.

Enigma



Armadillo

Track Trials

ARMADILLO'S TRACK TRIALS IS AN Armadillo
 game that's packed with 1000's of tracks, 1000's of cars and
 1000's of cars and 1000's of cars. **Track
 Trials** has your driving fixed. See how far you can
 get before the police catch up with you in the
 city. **Track Trials** is a game that's packed with 1000's
 of tracks, 1000's of cars and 1000's of cars.



Pontoon/ Three Card Brag

One Armed Bandit

PONTON'S ONE ARMED BANDIT IS AN One Armed
 Bandit game that's packed with 1000's of
 tracks, 1000's of cars and 1000's of cars. **One
 Armed Bandit** has your driving fixed. See how far
 you can get before the police catch up with you in
 the city. **One Armed Bandit** is a game that's
 packed with 1000's of tracks, 1000's of cars and
 1000's of cars.

The Game

THE GAME IS AN The Game is a game that's
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 1000's of cars. **The Game** has your driving
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 of cars and 1000's of cars.



LUPIN IS AN Lupin is a game that's packed with
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Lupin has your driving fixed. See how far you can
 get before the police catch up with you in the city.
Lupin is a game that's packed with 1000's of
 tracks, 1000's of cars and 1000's of cars.



Gunman

Crash

GUNMAN'S CRASH IS AN Gunman's Crash is a
 game that's packed with 1000's of tracks, 1000's
 of cars and 1000's of cars. **Crash** has your
 driving fixed. See how far you can get before the
 police catch up with you in the city. **Crash** is a
 game that's packed with 1000's of tracks, 1000's
 of cars and 1000's of cars.



Towerman

Ski-Run

TOWERMAN'S SKI-RUN IS AN Towerman's
 Ski-Run is a game that's packed with 1000's of
 tracks, 1000's of cars and 1000's of cars. **Ski-Run**
 has your driving fixed. See how far you can get
 before the police catch up with you in the city.
Ski-Run is a game that's packed with 1000's of
 tracks, 1000's of cars and 1000's of cars.

© 1994 Enigma Software. All rights reserved. This is a game that's packed with 1000's of tracks, 1000's of cars and 1000's of cars. Enigma Software is a game that's packed with 1000's of tracks, 1000's of cars and 1000's of cars.

ENIGMA SOFTWARE'S NEW TITLE COMING SOON! Please contact:
 Enigma Software, 208 Alburgh Road, Liverpool L17 9PL 051-727 8050

Video athlete

If you ever craved access to the controls (DI) on the high accessibility of a Track & Field game, you'll know that you can. In fact, a company (DI) in Los Angeles, the official Track & Field champion of Great Britain, will let you score at over two million points. The first took him 3 1/2 hours to complete.

The competition to land the country's top video athlete was organized by Great Metropolitan in conjunction with Pacific Electronics, which distributes Track & Field to 200 retail outlets. Thousands of players took part. Jim was the only one to break the two million mark. "I must just have been a good day for me," he said. "My next highest score was only 1 1/2 million."

Jim's main problem during the marathon game was keeping his concentration particularly on the heels of the Great pole in Mississippi. He'd been, gathered round to watch.

Jim is known locally as the human typewriter. The hands become a complete blur when he really gets



going, using his fingers to trigger exchanges.

Jim's reward for his amazing achievement was his very own Track & Field game. It was presented by two of the country's best known athletes, Judy Lewentz, British and Commonwealth heptathlete record holder, and Bruce Harper, the World Superstar champion.

Jim and Bruce both used their hand of Track & Field despite their best efforts. They were forced to admit that as far as video athletes were concerned, his favorite title was quite secure.



Starting Date: 1987
 Location: Los Angeles, CA
 Duration: 3 1/2 hours
 Score: 2,000,000 points
 Game: Track & Field
 Company: Pacific Electronics
 Contact: Pacific Electronics, Inc., 10000 Wilshire Blvd., Los Angeles, CA 90024

DIARY

JULY

Electron & BBC Micro User Show

Wednesday, July 15, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

AUGUST

Active User Exhibition

Friday, August 14, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

Electron & BBC Micro User Show

Friday, August 14, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

SEPTEMBER

Games Day, by Games Workshop

Monday, September 14, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

PCW Show

Friday, September 18, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

OCTOBER

Electron & BBC Micro User Show

Friday, October 16, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

NOVEMBER

Leisuretronics

Monday, November 2, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

Hardware Computer Fair

Friday, November 6, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM

DECEMBER

Electron & BBC Micro User Show

Friday, December 11, 1987
 10:00 AM - 12:00 PM
 12:00 PM - 1:00 PM
 1:00 PM - 2:00 PM
 2:00 PM - 3:00 PM
 3:00 PM - 4:00 PM
 4:00 PM - 5:00 PM
 5:00 PM - 6:00 PM
 6:00 PM - 7:00 PM
 7:00 PM - 8:00 PM



Magazine subscription information

MICRONET

Games Distributors is now selling the Spectra 201™ 48K ROM version of Micronet. It's not just another word game. It's completely different. It's a word game by word. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game.

When you buy Micronet, you're also getting a lot more than just a word game. You're getting a lot more than just a word game. You're getting a lot more than just a word game. You're getting a lot more than just a word game. You're getting a lot more than just a word game.

The Micronet program is designed to be used on a Spectrum 201™ 48K ROM. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game.

Maybe the next exciting thing to happen in the world of word games is the Micronet program. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game. It's a word game that's a lot more than a word game.

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Below: Micronet is available on the Spectra 201™ 48K ROM. The new appeal is hours later.

Left: Micronet is available on the Spectra 201™ 48K ROM. The new appeal is hours later.



Everyone should have

an updated book. They say the Telecom 201™ 48K ROM version of Micronet is a word game that's a lot more than a word game. It's a word game that's a lot more than a word game.

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Warrior Software has released a game called *Movie Maker* for use on the moment only with Atari home computers. It will be released later for the Commodore 64 and the Apple II. This game will enable you to run short animated cartoons.

Dragon's Lair the latest disc arcade game, has become one of the biggest dollar earners in the US.

Canadian gamers don't have to be separated from their favorite pastime when Spring Canadian Pacific Airlines tested the results of its flight simulators last June. It was so pleased with the results that it plans to extend the idea to other flights. CP's used systems which clipped over the hold down device, respectively used terminals.

Later, more sophisticated units will be installed permanently at the passenger cabin.

Talking of Colors, Activision is releasing *Power Walk*, *Patrol* and *Power Flyer* for that machine. Parker Brothers will launch *Star Wars*, *Cyprus* and *James Bond*.

Here releases for the Commodore Computer: *Hi Gun*, *Super Quest*, *An*, *Quantum Star*, *Red Overlord* and *Monsters King*. All are from the studios of *Electronic Software*. *Micro Fun* is releasing *Dino Eggs* a game where you must find dinosaur eggs and carry them back to the 21st century. This is also available for the Commodore 64, Apple II and the Atari 800 and IBM PC.

Word of the game TAC has been released by *Amstar 800* and runs on the Atari 800 and Apple II. It needs a 48K disk. *Tactical Action Command* for ETC has short in a strategy type game about tanks. It has very good graphics.

CONGRATULATIONS... CONGRATULATIONS... CONGRATULATIONS! The Pac-Man family has produced a baby. *Don* for the first time in *Junior Pac Man*.

Tepper is a new run up from *Billy Kid* up to a *PC*. *Football Manager* which has over 600 plays. They are joined by *Age Racer* a game of high speed driving with teleports and vehicles. This is on a soft screen app theme.

New titles for the Atari 800 include *Minor 2048* - *Pol J*, *Masters*, *Space Ship*, *Letter*, *Chances* and *Super Crash*. All are from *Tejor* press.

OS Arcade Operator of the 1980's Award was presented by *Atari* to *Mickey Smith* of *Proton*. *Colossus* has a lot of these machines called *Comarc Empire*. *Smith* location comprises 1,000 to 2,000 square feet and sports no more than eighty machines. The rooms have floor to ceiling grey tufted mirrors which give the place a futuristic and expensive atmosphere. To complete the image there are overhead monitors, steel grip carpets and a black reflective ceiling.

OS News is written by *Dave Truitt* for *OS*.

Word of the month from the *OS*: Our vote goes to *Quest for Pyra* by *Steven Collins* for use with *Commodore*.

Johnny Hertz PC releases also in this case or two-player game. You must guide Thor as he rides his motorcycle through multiple screens to rescue *Cute Chick*. He's pilfered from the clutches of a professional dinosaur.

This game needs a joystick. The right hand button steers while the left hand one slows it. Moving the stick left or right regulates position and speed. If you push the joystick up, Thor will jump over the pyro-stick down and he will duck.

The obstacles include work wounds, potatoes, falling rocks and a hot-disk-walking girl.

In screen one, Thor takes on *Lucy* but prevents with only the unassisted potato at each. He must jump three obstacles.

In screen two, he must jump before trees and duck under low branches. It's getting harder!

Screen three, Thor must cross the river by jumping on turtles. Leads in the first round, he will not slow. It's a turtle challenge when he is standing on his back. For waiting on the other side is the big girl walking her club and ready to kick poor old Thor on the head. You must time your jump just right or she will club Thor and he will lose a life.

The next screen has depots on a platform. They make up a steep hillside with not only wounds of rocks and potatoes but also falling boulders. Once you have got him to the top, Thor will again be on the ground.

In screen four, Thor has the usual obstacles that all of a sudden a bird will appear. This bird is a goose bird and will help Thor to cross a big chasm. You must regulate Thor's speed to keep up with the bird and on the last second before you reach into the chasm, you must jump and catch the bird. This will give Thor a certain flight.

Screen six sees Thor leaping down a hillside and avoiding holes and rocks. At the bottom, he must jump over a larger chasm. This screen is probably one of the most difficult. You must time all your right attempts. This will enable:

If you get Thor to screen seven, the screen starts to leak an escaping volcano! Hot rocks fall everywhere. Some will fall faster than others and some have already for the ground. Thor must jump three and regulate his speed for the falling snow. The secret of this screen is to slow. Thor slows on quickly as possible but you may lose some lives as it takes some time to slow down.

After this you will arrive at screen eight where you must negotiate Thor across another wide river with more turtles. On the other side is a dinosaur anxious to eat him. This time if you step Thor on one of the turtles heads just as it emerges, he drowns.

If you manage to cross the river you will at screen a new complete with teleports and obstacles. These should be ducked under and jumped over.

Once through the river, Thor leads *Cute Chick*. You will be transported back to screen one for another hot-disk-walking girl but this time it will be a little harder and faster.

Quest for Pyra game of the month from the *OS*.



A VITAL PIECE OF SOFTWARE FOR ATARI 400 OWNERS.



A RUBBER KEYBOARD.

The flat keyboard of the Atari 400 isn't very satisfactory to use.

It simply doesn't put you in touch with the computer in the same way as a push button one.

Our keyboard fits snugly over your present Atari 400 keyboard and does exactly the same job.

Only it does it better.

It makes programming and game playing so much easier because you

know instantly which keys you've depressed.

And by raising the keys it raises the standard of your machine.

To set it up all you have to do is to peel off the adhesive backing and stick it on top of your existing keyboard.

And we're sticking a price on it of only £19.95.

So, whichever way you look at it, it's a keyboard that really stands out.

Filesixty Ltd, 25 Chapperton Mews, London W9 2AN, England. Tel: 01-288 3059

Please send (qty) Keyboards at £19.95 each (including VAT and P&P)

Enclosed is my cheque/PD made payable to Filesixty Ltd. Please charge my Access

Account Total £

Name

Address

Telephone

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FILESIXTY

Post to: Filesixty Ltd, 25 Chapperton Mews, London W9 2AN, England Tel: 01-288 3059

•Trade enquiries welcome

Cable Services There is a suggestion we will be able to play IBM games even when you log all in but for the sensitive parts. We compare the quality of the Woodrow's games with those of an Apple rather than a Spectrum or a BBC.

The Japanese-built Windows is more sophisticated than a Spectrum with high quality graphics and a lovely large memory. It is designed specifically for cable games playing and can download a game in as little as two seconds. It also promises to be Commodore 64 and IBM processor compatible.

"Simply switch your TV set on. An introduction will flash onscreen, then a menu of 20 games"

The real news is that the Windows cannot be used on its own as a computer. And to ensure that only gamers who subscribe receive the programs, it has an infrared code number which will work only if you are within. So you can't bring it over to a friend's for a games night.

WHL finally will not be connecting The Games Network to customers until 1982.

Major the horses in British Telecom's Gameworld games channel. For £5.95 each month it will give you a Spectrum joystick and control box with about eighteen games and two educational programs. There will be changed monthly. If you own a Spectrum, you will pay less than the usual £9.95.

Gameworld will have access to Microsoft's code service files and has also been in touch with most Spectrum software houses. Cohen and Oak will be supplying the games.

Acting managing director Tim Schramminger couldn't say exactly which games would be the first on the system but promised popular commercially available games. We will be drawing software from the best software houses we can. In fact you can also software, but any game that takes your money from your local shop must play it on the Spectrum. And you can use the Spectrum by itself as a microcomputer.

Games can be downloaded at 1000 bauds per second. This means 40K games will take about five minutes to download.

Gameworld has been signed up by Rediffusion which covers about 70 areas in Britain and promises for about 60% of all cable in the country. The

service is expensive, so Rediffusion is trading widely. There are 100 in the south of England and the other in the Midlands will be ordered at that. August is the target date for that. Depending on that response to Gameworld the channel will be brought to more towns later in the year.

Electronic giant Thos. EMU has a similar plan. Against the night figures of twenty games will be ordered for at



WHL will supply the IBM The Games Network and programming. Prices of games are 100p.

least a hour a month. These games can be played on less or less popular systems. Alan BBC Apple and the British machines are the most likely choice. It will also have a computer. Thos. EMU will change an extra rental of £2 per month for use.

Major Rediffusion. Thos. EMU's cable marketing manager says Gameworld is the earliest possible launch date for the service.

Not a Gameworld company has also got to open its supplying a games channel here.

And tests in America showed that 80% of homes with a games channel used it two or three hours daily.

Don't keep too much of the prospect of an endless supply of games. Four factors will temper your wish. Firstly, cable buying will not be completed until the end of next year. Secondly, the channels want to be certain that they have enough subscribers to survive, so have to build up stock. Thirdly, as mentioned before, supplying a games channel is expensive so the cable operators will be test operators slowly before heading to the goodies.

Finally operators will supply only one channel at first rather than all three one table. This means that your choice of games channel will be governed by the area you live in and who is selling it.

Games are a hit franchise First Games Network Signs Cable TV claims

By Peter
LOS ANGELES—The Games Network has signed three affiliates, including Rogers Cablevision, which will offer

them in line for first definition TGN equipment when they start. Mr. Keith and Phone manufacturing the marriage

used to play TGN game production is related to be in spring. Mr. Keith and TGN just wrapped around to 1982.

POSSIBLE FRANCHISE AREAS AND CONSORTIA

San Diego
San Francisco
San Jose
San Luis Obispo
San Mateo
Santa Clara
Santa Cruz
Santa Monica
Santa Rosa
Stockton
Tulare
Yuba City

Smith plugs in
The Smiths are devoted to build a
cable TV system in the San Francisco Bay Area
The Smiths are devoted to build a
cable TV system in the San Francisco Bay Area
The Smiths are devoted to build a
cable TV system in the San Francisco Bay Area

Games for the VIC-20

Atari
 Alien Hunter (SP) \$7.95
 Astro Attack (SP) \$7.95
 Battle Troop (C) \$7.95
 Battle Treadle (SP) \$7.95
 Fly Swatter (SP) \$7.95
 Water Wars (SP) \$7.95
 Warlord (SP) \$7.95

Atari
 Asteroids (C) \$7.95
 Bump (C) \$7.95
 Cosmic Encounter (C) \$8.95
 Craxter (C) \$7.95
 Dark Dungeons (SP) \$7.95
 Dorian (C) \$7.95
 Dungeons (C) \$7.95
 Fire Blazing (C) \$7.95
 Frogger (SP) \$7.95
 Galactic Defender (SP) \$7.95
 Crazy Frog (C) \$7.95
 Hot-Bug (C) \$7.95
 Mountain Trail (C) \$7.95
 Scramble (C) \$7.95
 Ship Batt (C) \$7.95
 Star Defender \$7.95
 Tank II (SP) \$7.95
 Tank Rippers (C) \$7.95
 30 Times Thru (SP) \$7.95

Atari - Phoenix Software
 Galle and Gargula \$6.95
 Sequeping Overcast \$6.95
 Jason Knight (C) \$6.95
 Interactive \$6.95

Atari
 Frog Chase (SP) \$7.95
 Harlequin (SP) \$7.95
 Space 28 (SP) \$7.95
 Tank Battle (C) \$7.95

Atari
 Aster Daze (SP) \$7.95
 Battle Tears (SP) \$7.95

Atari Software
 Battle Dog
 Pac-Man
 Superhero
 Alien Wars (SP) \$7.95
 Tank (SP) \$6.95
 Astro Wars (SP) \$7.95
 Bubbles (SP) \$6.95
 Simon (SP) \$7.95
 Conquest (SP) \$7.95
 Countdown (SP) \$7.95
 Defender/Defender (SP) \$7.95
 Defender (SP) \$7.95



Atari
 Wolf (SP) \$7.95
 Grandmaster (SP) \$7.95
 Galax (SP) \$7.95
 Grand Master (SP) \$7.95
 Magnificent 7 (SP) \$4.95
 Rampage (SP) \$7.95
 Cyberball (SP) \$7.95
 Pit (SP) \$7.95
 Renaissance (SP) \$7.95
 Rastaman & Asteroids (SP) \$7.95
 Ruffy (SP) \$7.95
 Spiders of Mars (SP) \$7.95
 Tandy (SP) \$7.95
 The Alien (SP) \$7.95

Atari
 Brudage Software
 Vic Invaders (SP) \$6.95
 Bug-Byte
 Invader Via In the Net (SP) \$6.95
 Asteroids
 Chess
 Computers (SP) \$6.95
 Panic
 Scramble (SP) \$6.95
 Vic Screen (SP) \$6.95

Commodore
 Adventure 1 - Adventureland (SP) \$7.99
 Adventure 2 - Pirates Over (SP) \$7.99
 Adventure 3 - Wizard \$7.99
 Adventure 4 - Castle Castle (SP) \$7.99
 Adventure 5 - The Quest (SP) \$7.99

Commodore
 Alien (SP) \$7.99
 Bomber (SP) \$7.99
 Birds (C) \$7.99
 Cosmic Destroyer (SP) \$7.99
 Cosmic Defender (SP) \$7.99
 Cosmic Attack (SP) \$7.99
 Dark (SP) \$7.99
 Hoppit (SP) \$7.99
 Invader (SP) \$7.99
 Koko Attack (SP) \$7.99
 Money Bags (SP) \$7.99
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 Super 11 Stars (SP) \$7.99
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 Tack 1 (SP) \$7.99
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 Trap (SP) \$7.99

Commodore
 Battle Base of the VIC 20 (SP) \$7.95

Commodore
 Battle Base of the VIC 20 (SP) \$7.95
 Imaginative Software
 Arcadia (SP) \$7.95
 Invader (C) \$7.95
 Castle Bratko (SP) \$7.95
 Panic (SP) \$7.95
 Rocky Racoon (SP) \$7.95

Commodore
 Resistor
 Well Help
 Laser Day \$6.95
 Madra \$6.95
 Metaphoric Lines
 Battle of the Gods of Time \$7.95
 Toss \$6.95

Commodore
 Lords of Fog
 Crazy Clowns
 Apple Bug (SP) \$7.95
 Super Driver (SP) \$7.95
 Mario & Wanda's 8-in (SP) \$7.95
 Laser Action (SP) \$7.95
 Battle of the Spirits (SP) \$7.95
 Voyager (SP) \$7.95

Commodore - House
 Chess
 The Wizard and the Princess
 Micro-Dan
 King of Kings
 Return to Earth (SP) \$7.95

Commodore
 Blythe (SP) \$7.95
 Micro Chip Software
 Buge \$7.95
 Accust \$7.95
 Super Goals (SP) \$7.95
 Pacella (SP) \$7.95

Commodore
 Destroyer (SP) \$7.95
 Super Hunt (SP) \$7.95
 Victorian Polution 1
 The Quest (SP) \$7.95
 Victorian Polution 2
 The Great Air Race (SP) \$7.95
 Victorian Polution 3
 In Search of Treasure (SP) \$7.95

Commodore
 Invader (SP) \$7.95
 Road Power (SP) \$7.95
 Invader (SP) \$7.95
 Starquest (SP) \$7.95
 Invader (SP) \$7.95
 Sabrina Driver 1 for (SP) \$7.95

GAME PAUSE



"PUT IT THIS WAY, WE DIDN'T SPEND ALL
OUR TIME SITTING AT HOME PLAYING
SPACE INVADERS"

COMPUTERS






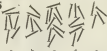
"YOU'LL LIKE THIS ONE,
SIR. IT'S HIGHLY USER
FRIENDLY"



"NOW YOU MENTION IT, HE
HAD SPENT RATHER A LONG
TIME PLAYING
DUNGEONS AND DRAGONS"

Put yourself to the test

Try this mind I.Q. test to find out if you are eligible for membership of Mensa, the high I.Q. society. Four out of these five questions right and you probably qualify. Which is the odd one out in each of these five questions? Answers are upside down at the base of this advertisement.

<p>1</p>  <p>a b c d e</p>	<p>3</p> <p>26 22 18 14 11</p> <p>a b c d e</p>
<p>2</p>  <p>a b c d e</p>	<p>4</p>  <p>a b c d e</p>
<p>5</p>  <p>a b c d e</p>	

Please send me details about Mensa and a copy of your self-administered test

Name _____

Address _____

To learn more about Mensa and how to take the Mensa entrance tests, return the coupon to Mensa, Freepost, Wolverhampton WV2 1BR (no stamp required).

Super Cobra

IN SUPER REVIEW

SPECIFICATION

Name: Super Cobra
Supplier: Parker
Price: \$29.95
Machine: Atari NES
Start YOS: Immediates
Colors: Commodore 64
(Commodore 64
caring ones)

Rating: Value 3
Graphics: 4
Sound: 3
 Gameplay: 4

It's only with a single 10-bit vertical resolution that you can get the most out of this game. The graphics are good, but the sound is terrible. The game is a good one, but the sound is terrible. The game is a good one, but the sound is terrible.

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Arcades

Arcade Machine Rental & Sales
 10000 15th Avenue S.W.
 Seattle, WA 98148
 (206) 735-1111
 Internet: <http://www.arcadegames.com>

Best of all, the Atari 2600 is back for the month.

At last night I can live a fairly conventional game with no video tape loan or stress involved in its use. But unfortunately its unassuming exterior Atari Jack has something that is really lacking in many other games: unlimited quantities of sheer, uncut, plotted fun.

The game's leading character is an odd little fellow who looks not unlike Superman wearing a Wizard hat. His job is to collect the bombs which are scattered around the screen. All the while avoiding robots that often roam both floors to destroy him.

There are 24 bombs in each area. After the first few have collected the bombs begin to fade, one or a few. Chasing each floating bomb in sequence gets maximum points of 50,000. Chasing the bombs at a snail's pace will lower the score, but not nearly as much as you might expect. The maximum score is 1,000,000.



When you're being crushed, you can always spring bombs and bombs, and a lot of points. If they touch you, you lose a life.

What's more is some bombs float around the screen. You should go all out to capture them. Each bomb contains a letter. Putting the B, S, M, O, O, S, and P, in order spells "The E" but is self-explanatory. A computer will tell you by a factor of five on how long it takes the ball was captured and the B-S-M-O-O-S-P will reverse all the letters. There's a bonus for a few seconds in your life. Repeat them over and over again and you win.

It's a simple but fun little game, and the Atari 2600, naturally, however, is still there. The best place to rent the Atari 2600 is the place that, which is the place of the game, and it's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.



Wizard of Wor is a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.

The background comes from some of the game's earlier versions, and they're very attractive. The left side features the Sphinx and on the right side the Giza pyramid. The wizard, the Amulet, is a little bit like the Wizard of Wor, and it's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.

Wizard of Wor is a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.



Arcade Machine Rental & Sales

The Atari 2600 is back for the month. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.

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With a little practice, but it's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.

First comes the lightness. Check out the background and game play. The background is very attractive.



GO a bomb!

Arcades



It's a great idea to take a break from the computer and go to the arcade. There are a lot of great games out there, and it's a great way to spend your money.



The last time I went to an arcade was in the 1980s. It was a great experience, and I'm glad to see that it's still going strong.



There are a lot of great games out there, and it's a great way to spend your money. The arcade is a great place to go when you're looking for a good time.



The arcade is a great place to go when you're looking for a good time. There are a lot of great games out there, and it's a great way to spend your money.

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The arcade is a great place to go when you're looking for a good time. There are a lot of great games out there, and it's a great way to spend your money.

go a bomb!

Pitfall II

World-famous Pitfall! Harry L. Bass Jr. off to Peru. Do we Bushopp and Bush Wooding follow his trail?



4-44 Pitfall! Harry L. Bass Jr. off to Peru. Do we Bushopp and Bush Wooding follow his trail?

It's a little bit of a stretch to say that Pitfall! is a "sequel" to the original game, but it's not a stretch to say that it's a "spiritual successor" to the original game. The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer.

The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer.

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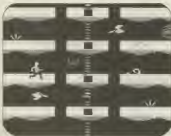
The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer. The original game was a platformer, and Pitfall! is a platformer.

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the LORDS

of midnight

Beyond the basic, gamey premise of "The Lord of the Rings" and a somewhat dull writing style, a game that could have got away with being a plain old adventure story is a pretty good idea. In *The Lord of the Rings: The Two Towers*, you're given a choice of three different paths to take, and each one has its own set of challenges. You can go to the aid of the good guys, or you can go to the aid of the bad guys, or you can go to the aid of the good guys and the bad guys. The game is a pretty good idea, and it's a pretty good idea.

There's a lot of good stuff in this game, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.

The *Lord of the Rings* game is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.

Deirdre Boyd sneaks an advance look at an 'epic' adventure with 32,000 landscapes, and clues you in to the background.

ring was over 1,000 of the low-fidelity polygons. During a cut scene, he has a really important scene. It was the first scene of the war, led by [the] King. And it's a really important scene of the war, led by [the] King. And it's a really important scene of the war, led by [the] King.

There are two ways of playing a *Lord of the Rings* game. The first is by the way of a *Lord of the Rings* game.

From the bottom of the screen, a low-angle shot of a *Lord of the Rings* game. The game is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



Lord of the Rings: The Two Towers is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



I stepped out to catch the sunset at the end of the game, and I was pretty good. The game is a pretty good idea, and it's a pretty good idea.

The second way of playing a *Lord of the Rings* game is by the way of a *Lord of the Rings* game. The game is a pretty good idea, and it's a pretty good idea.

The *Lord of the Rings* game is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.

The *Lord of the Rings* game is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



Lord of the Rings: The Two Towers is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



Lord of the Rings: The Two Towers is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



Lord of the Rings: The Two Towers is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



Lord of the Rings: The Two Towers is a pretty good idea, and it's a pretty good idea. The game is a pretty good idea, and it's a pretty good idea.



1. The first day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



2. The second day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



3. The third day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



4. The fourth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.

5. The fifth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



6. The sixth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



7. The seventh day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



8. The eighth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



9. The ninth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



10. The tenth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



11. The eleventh day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.



12. The twelfth day is a warm, sunny day. The weather is perfect. The sun is shining brightly. The sky is a clear, bright blue. The mountains are covered in snow. The water is clear and blue. The air is fresh and clean. The day is perfect.

HOW TO FLY THE SPACE SHUTTLE...

Steve Irwin has spent weeks with NASA's Starliner and the Shuttle Shuttle for Activators. Now he gives TV Q viewers inside the cockpit of the knowledge everyone else gets...



Fly the Dragon with the best pilot's gear and the best pilot's gear. The best pilot's gear is the one that will keep you safe in all kinds of situations. The best pilot's gear is the one that will keep you safe in all kinds of situations. The best pilot's gear is the one that will keep you safe in all kinds of situations.

If you're a pilot, you know your gear is a critical part of your survival. The best pilot's gear is the one that will keep you safe in all kinds of situations. The best pilot's gear is the one that will keep you safe in all kinds of situations. The best pilot's gear is the one that will keep you safe in all kinds of situations.

Once in orbit, you will pass over your city, ultimately and quickly as possible. Most players use up precious fuel by desperately performing orbital maneuvers without any planning, so an attempt to dock with the orbital station. And remember that, during your flight, fuel is used up continuously to maintain your life support and electrical needs.

As for the mechanics of your orbital maneuver, there are some important points. When you're calibrated, what you must set your pitch to -90°, otherwise your orbit will not pass close enough to see the orbital station. Some players mistakenly set their pitch to +90°. They will never dock. If any orbital maneuver changes your orbit,

the 30-second orbit is almost 100% the same as the 100-second orbit. The 100-second orbit is almost 100% the same as the 100-second orbit. The 100-second orbit is almost 100% the same as the 100-second orbit. The 100-second orbit is almost 100% the same as the 100-second orbit.

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AND SURVIVE

BACK NUMBERS

ALL THE GAMES FOR

Atari VCS	Winter 1983
Amiga	June 1984
Atari 800XL	March 1984
Commodore	Winter 1983
GMK 1	June 1984
Sharp X1	May 1984
Smileys Spectrum	April 1984
TDS 4A	May 1984
Vector	Winter 1983

COMPUTER TESTS

Atari 800	Winter 1983
Amiga	June 1984
Atari 800XL	March 1984
Commodore	Winter 1983
Smileys Spectrum	Winter 1983
GMK 1	June 1984
Sharp X1	May 1984
The Sinclair Computer	April 1984
Texas Instruments TDS 4A	May 1984
Vector	Winter 1983

IT'S A WIND

The Atari World Champions	Apr 1984
Smileys Spectrum	June 1984

GAME THEME COMPILATIONS

Adventure Games	June 1984
Games from the Movies	May 1984
Board/Strategy Games	April 1984
Trick Games	March 1984

IN DEPTH

Adventures for VCS	June 1984
Adventures in a Spaceport	June 1984
As a Hero for Spectrum	June 1984
Champion for VCS, XCS, GM, TDS 4A	May 1984
Champion for Atari 800XL	June 1984
Lady Boy for Commodore	May 1984
Wings of Death for Atari 800XL	May 1984
Who's on top for Amiga	March 1984
Who's on top for Spectrum	March 1984
Who's on top for Atari VCS, XCS	March 1984
Who's on top for the Atari 800XL Part 1	April 1984
Who's on top for the Atari 800XL Part 2	May 1984
Who's on top for the Atari 800XL Part 3	May 1984
Who's on top for the Atari 800XL Part 4	June 1984
Who's on top for the Atari 800XL Part 5	April 1984

ARTICLES

Adventure Games: An Introduction to the World of Fantasy and Adventure	April 1984
New Games Started: A look back to the early days and nights of computing	May 1984
Center Eggs: The story of the first home computer programs held in a game case	Winter 1983
Games are OK: Research to show that games are good for you!	April 1984
Games On: Are they worth it? A look at what you get for your money	Winter 1983
Games: Questions to Play: A look at how the industry really spends your money	March 1984
Skyline	April 1984
Starburst Video	May 1984
Win Games	May 1984
TV Games Awards: Readers elect the best cartridge games of 1983	June 1984
Special Delivery: Getting games into your machine. A look down on cartridge connectors, closed and other ways to get your games.	March 1984
Talent Talk: How Talent sees the home computer	June 1984

THE ARCADE SCENE

The Laser Game a Year!	March 1984
Dragon's Lair in Depth	June 1984
New Games	Apr 1984
New Games	May 1984

ALL THIS COSTS IN THE 1983 YEAR: Reviews of year games, readers' letters, high scores and competitions.

Also: Issues 1, 2 & 3 were published under the name of the publisher for Atari VCS, Spectrum, Commodore and the other games. Many of the reviews were reprinted with amendments from issue to issue. Issue 3 (Winter 1983) contains the most complete listing of games for these machines. For those readers who wish to keep a complete set of TV Gamer, we will send volumes two and three together for only \$2 within the US.

BACK NUMBERS

Please tick box

Name _____

Address _____

1	<input type="checkbox"/>
2	<input type="checkbox"/>
3	<input type="checkbox"/>

What's in your brainfiles?

1. In what game do you have to swing across rivers, avoid cannons, and in overhated rivers, avoid obstacles and save your girlfriend from hungry cannibals?

- a) Frogger
- b) Duckman
- c) Jungle Hunt
- d) U'Fun

2. After you've plugged everything in, how do you get your computer to work?

- a) Take it to a shop
- b) Press a
- c) Turn on the power, pray
- d) Type the word on a program

3. What is an under egg?

- a) An oval shaped chocolate that you receive at Easter
- b) A hot fire feature in a power plant
- c) A hot fire feature in a water pit you probably put there by the playground
- d) A hot fire feature in a house of cards

4. Who was the leader of such arcade games as Defender and Robotron?

- a) Steve Jobs
- b) William Gates
- c) Bill Gates
- d) Steve Jobs

5. What is the name of the legendary Defender player?

- a) The only one who can do the exploit and fly high, like a hawk
- b) They don't know his name
- c) They know the name but the screen displays GAME OVER and a full set of power cables
- d) They mistake it for Robotron

6. What is the name of the game of Pac-Man games?

- a) Pac-Man
- b) Near Door Neighbor of Pac-Man
- c) Super Pac-Man
- d) Pac-Man and Robot

7. What is the most complex software for the VIC?

- a) Adventure
- b) Frog
- c) Robotron
- d) Pac-Man and Robot

8. Before Atari was called Atari, it was going to be called a different name. What was it?

- a) Atari
- b) Atari
- c) Atari

9. What is the name of the game that you play on the Atari?

- a) The Atari
- b) The Atari
- c) The Atari
- d) The Atari

10. What is the difference between VectorScan and SuperScan graphics?

- a) VectorScan is a better quality than SuperScan
- b) VectorScan is a better quality than SuperScan
- c) VectorScan is a better quality than SuperScan
- d) VectorScan is a better quality than SuperScan

11. Which of these games are not VectorScan?

- a) Star Wars
- b) Asteroids
- c) Defender
- d) Star Wars

12. When should you use HyperScan on Asteroids?

- a) The first time you see a ship
- b) The first time you see a ship
- c) The first time you see a ship
- d) The first time you see a ship

13. Who is the leader of the Atari?

- a) Steve Jobs
- b) Steve Jobs
- c) Steve Jobs
- d) Steve Jobs

14. What was the first video game?

- a) Frog
- b) Frog
- c) Frog
- d) Frog

15. Who was responsible for it?

- a) Steve Jobs
- b) Steve Jobs
- c) Steve Jobs
- d) Steve Jobs

16. Who is Warren West?

- a) A programmer

Somebody who has a job in the computer industry. Well, we've compiled a game to test your knowledge. The questions are numbered from 1 to 16 with the easy ones first. For each question there will be four options, a, b, c, or d. You have to choose the option that best fits. In some questions, you have to choose the best answer. For each question, we've created a point value for you.

17. What is the name of the game that you play on the Atari?

- a) The Atari
- b) The Atari
- c) The Atari
- d) The Atari

18. Who is the leader of the Atari?

- a) Steve Jobs
- b) Steve Jobs
- c) Steve Jobs
- d) Steve Jobs

19. What should you never do when watching somebody playing an arcade game?

- a) Put your hand on the joystick
- b) Put your hand on the joystick
- c) Put your hand on the joystick
- d) Put your hand on the joystick



1. In what game do you have to swing across rivers, avoid cannons, and in overhated rivers, avoid obstacles and save your girlfriend from hungry cannibals? (10 points)
 2. After you've plugged everything in, how do you get your computer to work? (10 points)
 3. What is an under egg? (10 points)
 4. Who was the leader of such arcade games as Defender and Robotron? (10 points)
 5. What is the name of the legendary Defender player? (10 points)
 6. What is the name of the game of Pac-Man games? (10 points)
 7. What is the most complex software for the VIC? (10 points)
 8. Before Atari was called Atari, it was going to be called a different name. What was it? (10 points)
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 12. When should you use HyperScan on Asteroids? (10 points)
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 14. What was the first video game? (10 points)
 15. Who was responsible for it? (10 points)
 16. Who is Warren West? (10 points)

I've got bigger and better bugs than you.
Dave Horvey hosted.
He's certainly got more than most.
This month, Dave introduces a chat column that covers everything from bugs to strategies, from tips to...you name it.

This page is devoted to deal with some of the aspects of video gaming that cannot be put into a 1500-word article. These "columns" are not only informative but also fun to read to gamers in the field. It's a little more fun!

All right, well. Oh, you're with it, Dave? Very generous. Here's the first one.

For those of you who have a video camera, here's a tip: you can use it to take pictures of your game. It's a great idea. You can have a lot of fun with it.

There are many ways to use a video camera. You can use it to take pictures of your game. It's a great idea. You can have a lot of fun with it. There are many ways to use a video camera. You can use it to take pictures of your game. It's a great idea. You can have a lot of fun with it.

Keep the good bugs from getting too big and too many. You can use a video camera to take pictures of your game. It's a great idea. You can have a lot of fun with it.

There are many ways to use a video camera. You can use it to take pictures of your game. It's a great idea. You can have a lot of fun with it.

There are many ways to use a video camera. You can use it to take pictures of your game. It's a great idea. You can have a lot of fun with it.



Photo courtesy of Dave Horvey

"Leaves the Atari, Dragon and Lynx for dead."



Choosing a home computer is a bit like playing a video game. The more you play the better you get. So you'd expect people who spend their working life choosing computers to be pretty good at the game. Quick to shoot down a fault. Pleased when they find an improvement.

Recently Which Micro[®] and What Micro? tested the Spectravideo SV 318. Here's what they had to say.

Every home computer coming on the market tends to be hailed as revolutionary. For once this really has to be true with the Spectravideo SV 318."

"The first cheap, high performance computer."

"Double precision numbers are ideal for companies with turnovers under £999,999,999,999."

Spectravideo SV 318 Memory – 32K ROM expandable to 64K, 32K RAM expandable to 144K. Keyboard – calculator type 31 keys 10 function keys built-in cursor control. Graphics – 16 colours 256 x 192 high resolution graphics 32 sprites. Sound – 3 channels. Backward compatible. CP/M compatibility – over 3000 existing software packages. Storage – cassette drive 256K disc drive capacity. Suggested retail price – £185

Spectravideo SV 328 Memory – 32K ROM expandable to 64K, 32K RAM expandable to 144K. Keyboard – full word processor type 37 keys 10 function keys built-in cursor control. Graphics – 16 colours 256 x 192 high resolution graphics 32 sprites. Sound – 3 channels. Backward compatible. CP/M compatibility – over 3000 existing software packages. Storage – cassette drive 256K disc drive capacity. Suggested retail price – £200

Dragon, Commodore 64 x for dead."

Which Micro? (see p.35)



... a for better job with its keyboard than anybody else using soft keys."

... most people will notice how easy it is to produce graphics with the Basic."

"This is a BBC class machine."

"As a computer for the enthusiast it is well nigh perfect."

"A good micro for tomorrow."

Obviously they had more to say. And we think you should have a look at the reports for yourself to prove that we haven't exaggerated their independent opinions.

Fill in the coupon today and we'll mail you the reports as well as a full technical specification brochure in colour of this amazing new personal computer or see the Spectravideo for yourself at most leading computer stockists.

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SV-318 SV-328
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Telephone 01-320 0101 Telex 28704 SVID-VKAG

To: Spectravideo Ltd, 165 South Road, Morden, Surrey S.M. 8.1L

I am interested in Spectravideo computers and I enclose Please send me the latest reports together with a full technical specification brochure.

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380000) BY

Midway, Inc. 480-8820 • 28" x 10" (1985)
Supplier: Midway
Location:

Type: Action/Adventure
All kinds of war games—1960s-style space games, World War II strategy, and the played-along shoot-'em-up—have been the mainstay of Midway's 100 titles. A recent war-themed war game followed a similar question:

Should it be a 3D-based or the 2D-based one? It's not based on either, which is a big improvement over most other war games they produce, since you're playing the war by being in it, not watching it.

Defeat anybody you like (but not any). But the game's a real masterpiece on the whole, as a game that's not a 2D war game, it's a software classic.

Each of the seven levels is another war, but it's a new one. Movement is by left arrow, as well as the more traditional right, and even forward. Controls are not carefully detailed, and it's completely self-explanatory.

With levels of games with a multiple 10-minute, three levels of enemy on ship locations, it's a real masterpiece on the whole. There are no added levels here, so that each level can be played. It's a long, it's a war, and it's a war. It's a war, it's a war, and it's a war.

The player starts with five combat points and can buy up to 100 points more. It's a long, it's a war, and it's a war. It's a war, it's a war, and it's a war.

Let's see, player's life, just a few seconds ago. It's a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

All in all, it's a war, it's a war, and it's a war. It's a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

Custom Cook

Video
Columbia
Sound &
Control by 4



Title: App

Machine: Commodore 64
Supplier: Midway
1 single game
Type of game: Skill

They add a new game, available on cassette and disk, with a unique 3D graphics. It's a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

You like an old, but to play a game, you have to be a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.



TV Gamer's review panel takes an honest look at the bewildering choice of computer and dedicated-machine games flooding the shops.

We recommend what to buy — or avoid! Above all, enjoy your game.

sting you to death. You shoot me the question and screen right.

You start with 1000 points, and you start with 1000 points. It's a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.



COMMODORE 64

Video: 1 single game, 1 single game, 1 single game.

Video: 1 single game, 1 single game, 1 single game.

Video: 1 single game, 1 single game, 1 single game.



Video: 1 single game, 1 single game, 1 single game.

Video: 1 single game, 1 single game, 1 single game.

Video: 1 single game, 1 single game, 1 single game.

Empire Of Blood

Video
1 single game
1 single game
1 single game



Title: App

Machine: Radio Shack
Supplier: Midway
1 single game

They add a new game, available on cassette and disk, with a unique 3D graphics. It's a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

You like an old, but to play a game, you have to be a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

You like an old, but to play a game, you have to be a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

You like an old, but to play a game, you have to be a war, it's a war, and it's a war. It's a war, it's a war, and it's a war.

Jarrod Wilson

Video
1 single game
1 single game
1 single game

the game's controls are a little awkward, but overall it's a solid experience.

Mark Robinson

Age: 4
 Rating: B
 Price: \$49.99



EVERETT

Machine: Intertron
 Supplier: Don Don
 Price: \$29.99

Type: Action Maze

It's a maze game with a difference: Instead of gloom and a January-like bleak ball with a big onyx, you have a character with colorful hair flying around a puzzle-filled and colorful maze.

The maze is a little more than 2000 feet long, and it depends on the level, so you can't see the entire maze. But it's a maze, so you can't see the entire maze. The maze is a little more than 2000 feet long, and it depends on the level, so you can't see the entire maze. But it's a maze, so you can't see the entire maze. The maze is a little more than 2000 feet long, and it depends on the level, so you can't see the entire maze. But it's a maze, so you can't see the entire maze.

It's a maze game with a difference: Instead of gloom and a January-like bleak ball with a big onyx, you have a character with colorful hair flying around a puzzle-filled and colorful maze.

Carlisle, Ill., is a small town with a rich history and a strong sense of community. It's a place where you can find everything you need for your business.

Mark Wozniak

Age: 4
 Rating: B
 Price: \$49.99



WORD DEFUSION

Machine: Space Age
 Supplier: A Tel
 Price: \$29.99

It's a maze game with a difference: Instead of gloom and a January-like bleak ball with a big onyx, you have a character with colorful hair flying around a puzzle-filled and colorful maze.

It's a maze game with a difference: Instead of gloom and a January-like bleak ball with a big onyx, you have a character with colorful hair flying around a puzzle-filled and colorful maze.

Through the use of a... (text is partially obscured)

about... (text is partially obscured)

Between... (text is partially obscured)

Once... (text is partially obscured)

The... (text is partially obscured)

As... (text is partially obscured)

All... (text is partially obscured)

Age: 4
 Rating: B
 Price: \$49.99



WORD DEFUSION

Machine: Space Age
 Supplier: A Tel
 Price: \$29.99



Age: 4
 Rating: B
 Price: \$49.99

Between... (text is partially obscured)

Once... (text is partially obscured)



WORD DEFUSION

Machine: Space Age
 Supplier: A Tel
 Price: \$29.99

TV GAMER

QUESTIONNAIRE

We'd like to take this opportunity to find out about you and what you think of the new TV Gamer, now that we've gone monthly. Please help us by answering this

questionnaire and sending it to us. Why not send postage and send it with your competition entry, your latest high score and your letter to the Club?

ABOUT YOU:

1. Name.....

2. Address.....
.....
.....

(Postcode).....

3. Which ITV station
do you receive?

4. Are you

Male/female?

Married/divorced?

At school/college?

Unemployed/at work/retired?

(please delete as necessary)

5. Your age?

(if under 18, please be exact)

18-24 () 25-34 () 35 & over ()

6. What is the occupation of the
head of your household?
.....
.....

(If retired, please state the last job
before retirement)

7. How many issues of
TV Gamer have you bought?

8. Do you read any other games or
computer magazines? If so, which?
.....
.....

9. How many people read
your copy of TV Gamer?

TV GAMER QUESTIONNAIRE

DO YOU USE A COMPUTER?

If so, please ring round the one you use most, and underline any others you sometimes use, and tell us the year you got them, (or first had access to use them), and how many ROM cartridges and cassettes you have for them (including any that came free with the system).

10. Computer: When? Carts? Cass? Programing? ()

ATARI MCS
(400/800,
600/900CL?)

BBC

COMMODORE 64

ORIGON

SPECTRUM

SHARP 700

TI99/4A

VIC 20

ZX81

OTHERS (Please write in)

.....

.....

11. What do you mainly use your computer for? (Please Tick)

Playing games? ()

School Work? ()

Programing? ()

Other? (Please write in)

.....

12. Do you program your own games? Yes/No

If so, what language do you use?

.....

13. Would you like TV GAMER to print games program for you to key in? Yes/No

14. Are you a member of any Network, such as Micronet 800? If so, which?

.....

TV GAMER QUESTIONNAIRE

DO YOU HAVE A GAMES SYSTEM?

If so, please ring round the system you use most, and underline any others you have, and tell us the year you got them, and the number of cartridges and cassettes you have for them (including any provided free with the system)

15. Video Games: What? Cartridge? Cassette?

None Yes ..1983 12

COLECO

INTELLIVISION

PHILIPS G8000

WESTGEM

OTHER
(Please write in)

.....

.....

GENERAL:

16. Have you got any accessories? (Powerchanger, controllers, etc.) What, and when did you get them, please?

SPECTRA VIDEO

QUICKSHOOT

17. How many other people in your family share the computers and video games listed above?

18. How many cartridges or cassettes have you rented in the last month?

.....0 CartridgesCassettes

19. When you are thinking of buying a new game or accessory, which of the following are most likely to help you decide? (Please tick)

- Recommendation by a friend?
- Articles in a magazine?
- Club newsletters?
- Advertising?
- Spots from a shop?
- Try out on a shop?

20. Are you a member of any National Club for your computer or video game? If so, which?

BRIT. VHS OWNERS CLUB
BRIT. TV & VIDEO GAMES CLUB

GAME ARCADES

21. How often do you go to game arcades? (Please tick one).

- At least once a week
- About once a month
- Two or three times a year
- Only on holidays and days out!

Gamer's Cassette Case

A SPECIAL OFFER TO ALL TV GAMER READERS

This specially designed cassette-carrying case is a really useful and attractive item. It's a high-quality attache-case, sturdily made, finished in wipe-clean PVC in zingy colours. Must be seen!

There are two cassette racks inside the case, each holding 12 cassettes. These are removable, so the case can used to carry other items.

Special price to TV Gamer readers: only £6.50 including postage, packing and VAT.

Don't miss this great offer!

- * Fully hinged lid
- * Protective corners
- * Durable moulded handle



To order your case, complete and clip off the order form

TV Gamer cassette case ORDER FORM

Please send me (insert number required) cassette cases at a cost of £6.50 (incl. plus VAT) each.

I enclose a postal order or cheque made payable to TV Gamer for £

Cut off the order form and send with your cheque or postal order in a stamped sealed envelope to:

Department 1
TV-Gamer
187 Oxford Street
London W1R 1AU

Please allow 24 days for delivery.

Guarantee

If you are not entirely satisfied with your cassette case, send back immediately for exchange or if you prefer, your money will be refunded in full.

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* These offers are open only to residents of the UK and the Republic of Ireland.

All new issues available under the STARBACK

TOP SCORE

TV Gamer has compiled a list of top scores and UK records

Game	Game No. (after 1)	Score	Source	Record holder
Asteroids		77,002,000	(Main)	
Astronakh(Aquarium)		300,330	(TVG claimed)	Chris Jones
Banank		27 80	(TVG claimed)	B.A. Thompson
Beamrider		30,385,450	(Main)	
Beastak		295 790	(TVG claimed)	
Central (Colecozion)		903,419	(Main)	Gary Farnough
Centipede (Coleco)		903,419	(Main)	Stuart Murray
Centipede (NES)		903,419	(TVG claimed)	Bony Handerson
Charlie Egg (BBC)		397,330	(TVG claimed)	Walter Gillat
Chopper Command		1,009,990	(TVG claimed)	Pamela Brewer
Danger DMB		1,611,560	(TVG claimed)	David Bradford
Demolition		10,975	(Accession)	John Riley
Defender (NES)		2,130,300	(TVG claimed)	D. Murray
Demigrip		5 6 sec	(Accession)	Alan Comer
Donkey Kong (CIB)		4,663 800	(TVG claimed)	Ian Morris
Donkey Kong		1,454,700	(TVG claimed)	Lon Armstrong
Donkey Kong Jr		2,005,200	(TVG claimed)	Gene Clark
Droids		10,000,000mg	(Accession)	Geordan Hamilton
ET		3,100,613	(Main)	
Fortress		36 400	(TVG claimed)	David Bradford
Freeway	(3)	36	(Accession)	Steven Stewart
Gopher		178 880	(TVG claimed)	Stephen C. Robinson
Grand Prix	(4)	4 29 18	(Accession)	Ray Wilkinson
Happy Trails		500,560	(Accession)	Andrew Thompson
Joad		1,188,675	(TVG claimed)	B. Handerson
Killer Gordo		51 390	(TVG claimed)	David Bradford
Ludicrous		1,301,410	(TVG claimed)	Karen Ruffell
Manhattan		5,500,000	(Accession)	Mr. Warner
Manhattan (CIB)		2,000,320	(TVG claimed)	Anthony Harford
Mr. Do		618,300	(TVG claimed)	Dave Trattenbach
Moniker (2 7000)		3,892	(TVG claimed)	Craig Harris
Onk		62 948	(Accession)	B.A. Thompson
Pop (Abe (NES)	(28)	6,128,619	(Main)	
Pengo		62 370	(TVG claimed)	David Bradford
Pepper II		4,008,190	(TVG claimed)	Anthony Harford
Pique Attack		77 740	(Accession)	David Ross
Poppy (NES)		226,560	(TVG claimed)	Andrew Gitting
Rabbit Transit		80 665	(TVG claimed)	High Lyness
Raid Tank		6 6 ticks	(Accession)	B.A. Thompson
Sea Climb		484 770	(Accession)	David Ross
Shog		27 36 sec	(Accession)	Alan Cooke
Space Armada		109 120	(TVG claimed)	David Bond
Space Invaders (NES)		5 800,000	(Main)	
Space Invaders		225,330	(TVG claimed)	David Bond
Spider Fighter		900,00	(Accession)	Mark Dawson
Stomped		35,164	(Accession)	So-Young Wang
Super Cobra (NES)		100,000	(TVG claimed)	David Harvey
Superman		23 sec	(Main)	
Ton Deadly (Darc)		23,292,730	(TVG claimed)	David Bond
Turbo (NES/Coleco)		1,000,000	(TVG claimed)	Gene Clark
Venture		12 294,900	(TVG claimed)	Giles Barnham
Zaxxon		814 400	(TVG claimed)	Giles Barnham

TV Gamer invites readers to send in their high scores for any screen game. A claimed score merely needs to state your name, game title, system (eg. Abe Home computer system, Spectrum, VCS, etc) and claimed score.

A proven score will require photographic evidence but will take precedence over previous claimed scores. We suggest using a 3.5" data response card or a telex with cable release fixed at 1 x second. Games

which can be "locked" to the score, reached a maximum and then returns to zero) will count only on claimed scores. Additionally, games which present short-cuts to high scoring (eg. *Space Invaders*) which can be made to shoot two missiles at a time) will also only be accepted on claimed scores.

Send your scores to: TV Gamer, Top Score Desk, 187 Oxford Street, London W1.

As monitored by TV Gamer readers

TOP 20

video and computer games

POSITION	NAME	MANUFACTURER	SYSTEMS
1 (1)	ZAXXON	CBS Electronix	Big N
2 (2)	FACTORS OF THE LOST ARK	Atari	A
3 (3)	WYLL	Atari	Big N
4 (4)	WHERGAD	Atari	A
5 (5)	POLE POSITION	Atari	A
6 (6)	CONQUEST	CBS Electronix	Big N
7 (7)	POHNS	Atari	Big N
8 (8)	JETSET WILLI	Software Projects	A
9 (9)	BLIND FURY	Atari	A
10 (10)	CHORUS	Atari	A
11 (11)	CHERRY	Atari	Big N
12 (12)	WAND MARE	BayByte	A
13 (13)	DEATHLON	Atari	A
14 (14)	CONQUEST	CBS Electronix	A
15 (15)	THE GREAT	Melbourne House	A (A1)
16 (16)	SPACE SHUTTLE	Atari	A
17 (17)	YARD	CBS Electronix	A
18 (18)	SUPER COMB	Atari	Big N
19 (19)	BRIDGE	CBS Electronix	A
20 (20)	DEFENDER	Atari	Big N

*Numbers in parentheses indicate last month's position.

KEY TO ABBREVIATIONS: A—Atari; BPC—Bally; C—Commodore; CBS—CBS Electronix; D—Data; E—Electronic Arts; F—Frog; G—Gigawatt; H—Hudson; I—Intellivision; J—Jaleco; K—Kodak; L—Lectro; M—Milton Bradley; N—Namco; O—Olympic; P—Parker; Q—Quincy; R—RCA; S—Sanyo; T—Taito; U—U.S. Games; V—Video; W—Williams; X—Xerox; Y—Yamaha; Z—Zaxxon.

...and the TOP 10 arcade games

Every month hundreds of TV GAMER's readers vote for their favorite arcade game. Before going to press each month we finalize the Top 10 arcade listing for our readers based on the previous 30 days' votes.

1 (1)	STARBLAST	Atari	6 (1)	ZAXXON	Atari
2 (2)	POLE POSITION	Atari	7 (1)	CONQUEST	Atari
3 (3)	DEFENDER	Atari	8 (1)	CONQUEST	Atari
4 (1)	TRUCKFIELD	Atari	9	YARD	Atari
5 (4)	BUCK ROGERS	Atari	10 (2)	WYLL	Atari

TOP GAMES OF THE MONTH

You are invited to vote for your favorite screen game and your favorite Arcade game. But remember to vote only for those games that you own, have rented or have played at a great deal.

To register your vote, use the reply postcard in each issue. One lucky voter will receive a free year's subscription to TV Gamer (valued at \$10).

Last month's winner: Steve Bright, 58 Fluffy House, Grand Haven, Michigan 49424. Here's

GHOST BOAST

I have discovered a local or long on the NES American Spectrum game *Fred* by Centurion.

Well, until a ghost starts to go through a wall, then about it returns to its heavenly domain. The ghost should be stuck and your points go up rapidly. Other ghosts then come after you and, as each as you score, the ghost that is stuck on the wall comes out.

In *Big Doggy Area* I find my gun just before the doggie breathes fire at me. I stop and I bring when I was hit by the doggie a few and my score starts to die.

On *Popeye*, by Parker for the WGB, if you press the reset button during a game very slightly and hold it down, *Wanna* and *Olive-Oil* should stop moving and *Popeye* should, when moved, start to walk along the platform.

**Andrew Gattings,
Hiddleshorough,
Cleveland**

Brandon Bell of *Waldman* now and that after 10,000 the ghosts in *Par-Miss* would be trapped on the tunnel. Well, it's a bit long of railroad because my friend and I played it at *Chastrow*. My friend did it first. He got about 1,000 to 2,000 points, trapped the ghosts in the tunnel, and cleared the start off.

**Nakert A. Pugh,
Lancaster,
Haverhillshire**

I am writing in reply to a letter published in your April edition by Brandon Bell of *Waldman* now on the master egg in *Par-Miss*. As I learned that trapping the ghost in the tunnel was happen-only after 10,000 points. Recently other several attempts to do this I was playing with my dad on level six and when he was at about 8,000 points the ghosts got stuck in the tunnel. I tried to tell him not to get them but it was too late - he ate them and they went back to their chamber.

When trying to get the ghosts trapped on the tunnel, I found that *Par-Miss* (when I quickly put him in the tunnel then pulled him out) reappeared about 1 cm away from the platform. Then I pulled down on the joystick and, to my surprise, *Par-Miss* was directly down the middle of the screen, though the ghost's chamber and door in the bottom. I found that I could travel up and down the screen for as long as I wanted. But I was so concerned that I failed to notice an incoming ghost and was killed. This happened after 10,000 points.

**Paul Brown,
Blythen, Tyne & Wear**

NAPPY TALK

On *D-100*, when I get the hammer on the second grade, I can get the end of the grade and the corner

dropped - I wasn't killed!

Meanwhile on *Boxer* when it got to my eye, I noticed that everytime I got to the last space before the main entrance, there is a small game. There the game continues.

Going over the entrance, some advice appeared on the top right-hand corner. At the time, I didn't look at it well, so I was playing a game and when I got blown up they disappeared. I think they were *WWG* but I'm not sure. Could anyone please tell if they have seen these?

**Georgy King JF's
nappy, Huddersfield,
British**

INFINITE LIVES

Believe it or not, I have found some master eggs on the *Vertex*.

On *Fortress of Maroon*, I was playing a two-player game with a friend. I was on the fourth stage, the fortress, and my friend was on a path-way stage. We were both on our last lives and I was playing.

After a great battle with the mystic barrier, he was and I was now with an lives. But instead of the mystic barrier disappearing for my friend to have a go to was there so the third path-way moving across the screen. When my friend lived at him, he blew up and the path joined vertically. At this my friend a life was lost.



EASTER

Another master egg on *Fortress of Maroon* mentioned when I got to the mystic barrier with five lives. I killed him and with five lives. After that I had an infinite number of lives which I had to give up when it was time for my stage.

An master egg in *Chastrow* when I was playing every happily. All my lives were lost. This was when trying to escape from the planet after planting the bomb. I looked at my score and it read 1000.

Lastly, I have found on master egg in *Scramble*. This occurs on the lobby level. There is a certain part of the screen where, if you drop a bomb, it goes straight through the screen and goes down up the last level before.

This I'm not to say, as all I have found. It is more than I've missed.

**John Fletcher,
Kingdon, Ohio**

PELLING MR DO

I have found a bag of Mr Do. First you must kill the bad guys except for one. Then have a piece of cherry on the screen so that it shows it (with) and an apple.

Make your way down, under the apple and wait for the bad guy to follow you. Move down slightly from the apple, so covering it to fall on Mr Do and get the bad guy.



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